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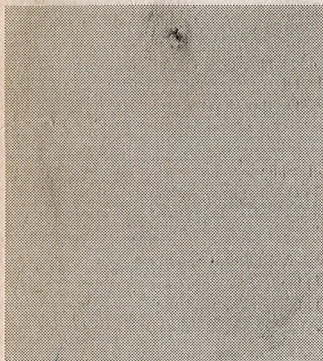
5002 PRINTTAB(10) " " " " NEXT
5003 PRINTTAB(10) " " " " NEXT
5010 FOR I=0 TO 9: IF SC(I+1)="" THEN I=12: GOTO 5030
5020 PRINT(139+32*I, SC(I+1), SC(I+1))
5030 NEXT: GOTO 70
6000 FOR I=1 TO 10: IF WL=>SC(I) THEN 6010 ELSE NEXT: GOTO 7040
6010 FOR U=1 TO 10: STEP 1: SC(U)=SC(U-1): SC(U)=SC(U-1): NEXT
6020 SC(I)=SC(I): SC(I)=WL: GOTO 7040
7000 CLS: PRINT(7, "IN THE MIDDLE OF THE SCREEN")
7010 PRINT "THE OBJECT OF THIS GAME IS TO RUN OVER THE RED";
7020 PRINT "RECTANGLES. WHEN YOU RUN OVER ONE, IT WILL";
7030 PRINT "TURN YELLOW. THE DOTS WILL ALSO TURN YELLOW IF YOU";
7040 PRINT "DON'T RUN OVER THEM IN TIME.";
7050 PRINT "IF YOU TOUCH ANYTHING YELLOW, YOU WILL DIE!";
7060 PRINT "EACH RED DOT WILL GIVE YOU BETWEEN 1 AND 9";
7070 PRINT "POINTS. WHEN YOU HAVE DIED YOU WILL BE GIVEN A";
7080 PRINT "BONUS FOR EACH DOT YOU RAN OVER.";
7090 PRINT "PRESS [ENTER]";
7100 GOSUB 2000: IF AT=CHR(13) THEN 60 ELSE 7100

```

ARGGGGH!

This exciting program written for the VZ200/300 requires a good deal of skill. Weave yourself in and out of the yellow dots, avoiding them and the walls, until a hole appears in the top middle of the screen. You are only allowed to go back on yourself a few times, so beware.

R. Banks & M. Saunders
Mackay QLD



```

1 COLOR2
2 POKE 20962, 22: POKE 20963, 121: POKE 31059, 243: POKE 31059, 201
3 PD%=50
4 PH%=990
5 PX%=63: PY%=34
6 EM%=5: BT%=50: PD%
10 MODE(1)
20 FOR A%=0 TO 127: SET(A%, 5): SET(A%, 63): NEXT
30 FOR A%=5 TO 63: SET(A%, A%): SET(127, A%): NEXT
40 COLOR2: A%=INKEY$: SC=SC+6-EM%: IF A%="" THEN 50
45 PL%=0: PUX%=0
50 IF A%="W" THEN PUX%=-1
60 IF A%="S" THEN PUX%=1
70 IF A%="K" THEN PL%=-1
80 IF A%="L" THEN PL%=1
90 PX%=PX%+PL%: PY%=PY%+PUX%
95 IF EM%<0 THEN EM%=0
100 IF POINT(PX%, PY%)=3 THEN GOTO 1100
105 IF POINT(PX%, PY%)<>1 THEN PRINT "YOUR SCORE IS" SC: END
110 SET(PX%, PY%): COLOR2: EX%=RND(126): EY%=RND(57)+5
115 IF PY%<5 THEN PRINT "YOUR SCORE IS" SC "SO FAR...": PD=PD-5: GOTO 4
120 EC%=EC%+1: IF EC%<EM% THEN 40
125 EC%=0
126 IF RND(1000)>PH% THEN EM%=EM%-1: PH%=PH%-PD%
127 IF EM%=0 THEN RESET(62, 5): RESET(63, 5): RESET(64, 5)
130 IF POINT(EX%, EY%)<>1 THEN RESET(EX%, EY%) ELSE SET(EX%, EY%)
140 GOTO 40
1000 FOR I=1 TO 1000: NEXT: GOTO 4
1100 BT%=BT%+1: IF BT%>50 THEN 105
1105 SC=SC-BT%
1106 IF SC<0 THEN SC=0
1110 GOTO 110

```

ENCODE/ DECODE

Encode/Decode is an encoding and decoding program written for the VZ200/300. When run it will ask you to input a word or secret message. After typing in your secret message, on the line below will appear the message in code form. It will then ask you to input a secret message in jumbled form which it will then decode.

R. Banks & M. Saunders
Mackay Qld

5 CLS

to ENCODE

```

10 INPUT "ENTER WORD": A$: PRINT LEFT$(A$, 1): A=ASC(A$)
20 FOR I=2 TO LEN(A$): B=ASC(MID$(A$, I, 1))-64: IF B>90 THEN B=B-26
30 PRINT CHR$(B): A=B: NEXT: PRINT "GOTO 100"
40 INPUT "ENTER WORD": A$: PRINT LEFT$(A$, 1): A=ASC(A$)
50 FOR I=2 TO LEN(A$): B=ASC(MID$(A$, I, 1))-64: IF B>90 THEN B=B+26
60 PRINT CHR$(B): A=ASC(MID$(A$, I, 1)): NEXT: PRINT "GOTO 10"

```

to Decode